

# Wizardry<sup>®</sup>



## *A Game of Fantasy & Adventure*

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# BEFORE YOU BEGIN

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FIRST EDITION

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# LEGACY OF LLYLGAMYN

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## PRELUDE

A generation has passed in the kingdom of Llylgamyn, since an intrepid band of adventurers regained the ancient armor of the Knight of Diamonds and restored the Staff of Gnilda. Peace and prosperity has prevailed. Under the protection of the Staff, Llylgamyn has become a place of light and beauty, where war and its tools are unknown. Recently the peace of Llylgamyn has been disturbed, not by angry men and bloody war, but rather by unbalanced nature. For years, unsettling accounts of freak earthquakes, sudden changes in weather, and thundering tidal waves, have reached the ears of Llylgamyn's people. Most have ignored them.

When the formerly peaceful seas around the prosperous island colony of Arbithea rose and swamped the island, no one could ignore the tales. The tidal wave destroyed the cities and left only barren peaks above the water. Now the citizens could no longer idly dismiss the rumors. Soon after, Llylgamyn herself was shaken in an earthquake so mighty that even the temple of Gnilda was damaged. Self-appointed prophets cried divine wrath, and demanded immediate repentance. Mystics consulted the Tarot. Astrologers talked of great comets in the heavens that will crash into the planet bringing utter destruction. Priests of the old religions talk of the death of the Great World Serpent and the end of existence.

Wiser heads call for a new generation of adventurers of all kinds and creeds to seek the cause of the troubles. Like their ancestors before them, the adventurers' quest is to save Llylgamyn from perils that face the city. The greatest Sages and Wizards of the kingdom have agreed. Only one relic has the scrying power to reveal the source of the danger. A mystical orb long ago taken by the great dragon L'kbreth is the only solution. L'kbreth, one of the five children of the World Serpent, is dedicated to the preservation of the balance of the world. She deemed that the great orb might upset that balance if left in the hands of men. Legend says the dragon took the orb to her mountain lair. There she invoked the powers of good and evil to protect the orb from thieves.

The leaders of Llylgamyn now appeal to you, the descendants of the heroes of the Knight of Diamonds and of Proving Grounds of the Mad Overlord. Take up their memories and their skills, and seek out the dragon L'kbreth. Win from her the mystical orb.

## RITE OF PASSAGE

The adventurers who will go on the quest for the mystical orb will be chosen from this year's graduating apprentices. Each apprentice, at the age of 20, undergoes the ancient Rite of Passage. After proper preparation and rituals, the apprentice will pray to the spirits of their ancestors for guidance





and assistance. These spirits are the essence of these heroes. Such heroes defeated Werdna for his Amulet, or returned Gnilda's Staff to Llylgamyn. During this arcane ritual, the apprentices, if deemed worthy, will receive the blessings of their ancestors. These new level one characters will actually inherit some of the powers and skills of their ancestors as their rightful heritage. Some of the characters' attributes will be enhanced, and they will be more adept at their craft.

The new adventurers will proudly wear the name of their forebears into battle. Family caste and honors also are inherited during the ritual. Through heroic battles and quests, an ancestor may have earned entrance into a high caste, such as Ninja or Lord. Truly great heroes of old received chevrons and knighthoods as honors. The descendants of these heroes are entitled to bear those historic titles. Such a heritage must be borne with pride and glory, to enhance the family honor!



## RITUAL PREPARATION

To prepare for the Rite of Passage, fresh ground must be consecrated. Questing is not permitted on the Legacy of Llylgamyn disk itself. Take the holy "Apple System Master" disk and initialize a blank disk with the mystical DOS 3.3. This ceremony is accomplished by typing the ancient hieroglyphics "INIT DISK". Those needing more enlightenment may peruse page 13 of the

mystic tome, "The DOS Manual". Restoring the "Apple System Master" to its Tabernacle, run the boot side of the Legacy of Llylgamyn disk. From among the Utilities, select "M" to make a scenario. Follow the directions and witness the Miracle of Transfiguration.

Now the spirits of the ancestors must be summoned, so they will be on hand for the ritual. The ancestors may be chosen from among the veterans of the "Proving Grounds of the Mad Overlord" scenario, and the "Knight of Diamonds" scenario. Use the "T" option from the Utilities to transfer each spirit. So as not to injure the ancestor, please be sure to place a write-protect tab over the old scenario before using option "T". The "T" option does not function on this scenario in the same manner as past scenarios. This is a special part of the Rite of Passage. Only the spiritual part of the ancestor is transferred, but none of their worldly goods. If the spirit of an ancestor is accidentally chosen to participate in an adventure party, a reminder message, "Only a Memory" will appear. Once all the essences have been brought together, leave the Utilities, and Start the game.

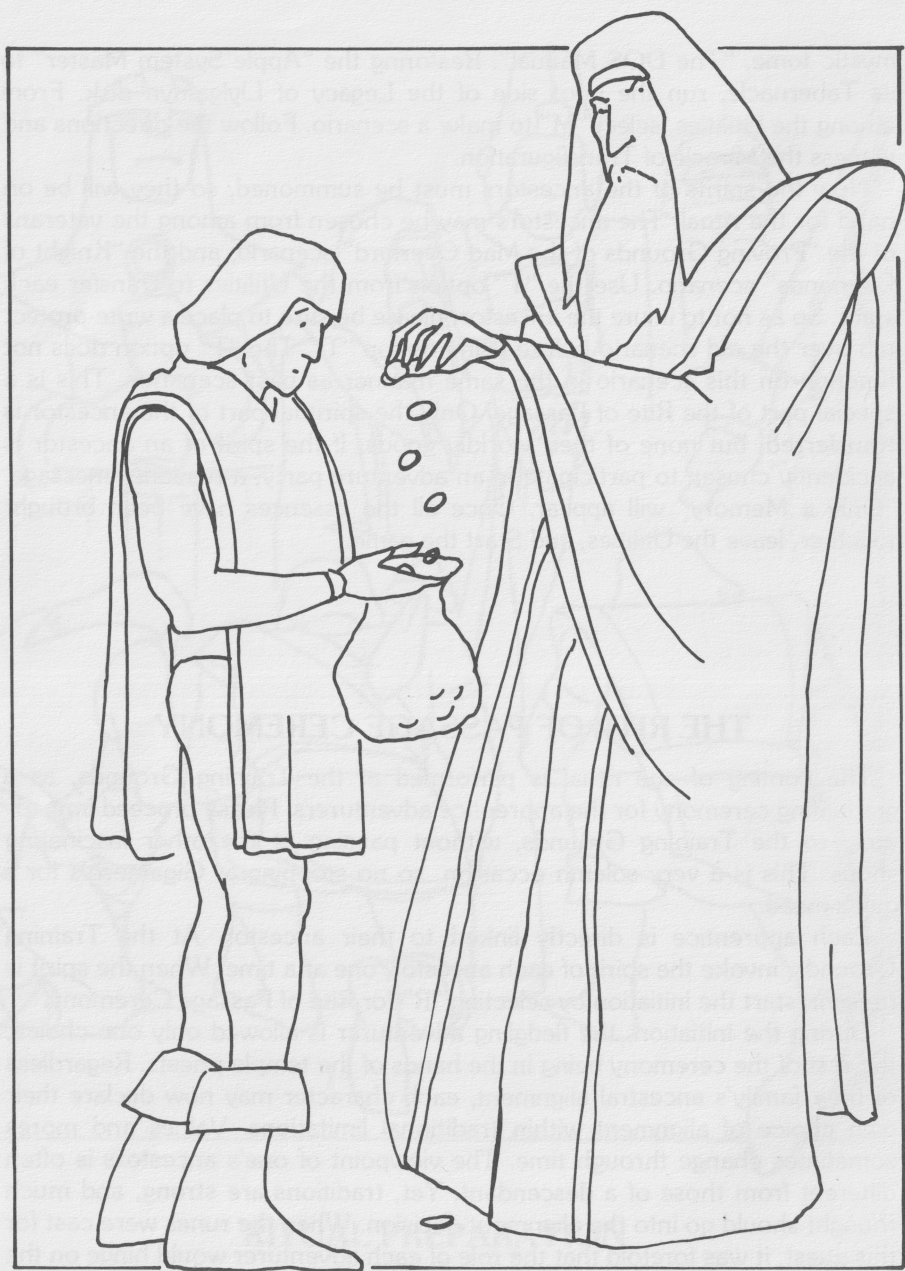
## THE RITE OF PASSAGE CEREMONY

The coming of age ritual is performed at the Training Grounds, as a graduating ceremony for the apprentice adventurers. Please proceed immediately to the Training Grounds, without pausing at the other fascinating shops. This is a very solemn occasion, so no stopping at Gigamesh's for a quick mead.

Each apprentice is directly linked to their ancestor. At the Training Grounds, invoke the spirit of each ancestor, one at a time. When the spirit is present, start the initiation by selecting "R" for Rite of Passage Ceremony.

During the initiation, the fledgling adventurer is allowed only one choice, the rest of the ceremony being in the hands of the temple priests. Regardless of their family's ancestral alignment, each character may now declare their own choice of alignment within traditional limitations. Values and mores sometimes change through time. The viewpoint of one's ancestors is often different from those of a descendant. Yet, traditions are strong, and much thought should go into the alignment decision. When the runes were cast for this quest, it was foretold that the role of each adventurer would hinge on the alignment selected.

Then the ancestral link dissipates, and only the newly graduated character remains. Under the rigors of the quest, the character must prove worthy of the great heritage just bestowed. If any adventurer uses those inherited gifts unwisely, the gifts may destroy the adventurer!



## THE QUEST

Upon completion of the Rite of Passage, the new adventurers are gathered before the Elders of Llylgamyn. The burden of the quest for the sacred orb is



laid upon their shoulders. The adventure party is informed that the large smoking mountain at the edge of town is actually the legendary sanctuary of the great dragon L'kbreth. As one of the five children of the Great World Serpent, L'kbreth guards the orb from unworthy seekers.

High inside the mountain is the hidden resting place of the orb. The party must climb the twisted passageways inside the mountain. L'kbreth has used both good and evil magic to safeguard the orb. Legions of monsters and nefarious troops bar the seekers' path. Diabolical traps and confounding riddles test the ingenuity of each member of the party. Only the strength of an ancestor's bequest will enable a character to even survive the lowest entry level.

As tradition requires, new adventurers begin without weapons or armor. The Elders give each adventurer a purse of up to 500 gold pieces upon graduation. Wise outfitting at Boltac's Trading Post is the first test of survival.

To facilitate such purchases, a new option "P", for Pool gold, has been added. Pool Gold transfers all the gold of the party to the one character.

The ancient maze option "D", for Disband, has fallen upon disfavor and has been discarded. Too many ancient adventurers were eaten by dungeon denizens after the party disbanded. This was noticed when the characters failed to survive the journey back to the castle.

Before the eager adventurers leave on their quest, the priests from the Temple of Cant perform one last divination. The priests use domesticated Creeping Coins to cast hexagrams in the sands:

Murmur . . . Chant . . . Prayer . . . Success!

A warning: The power of L'kbreth is the power of the planet itself!

Somewhat shaken, the adventurers listen to the Head Elder, "Whenever danger confronts mankind, Llylgamyn ever stands in the fore, ready to lead into the darkness. Now you must go forth into the unknown to save your people. Such is the Legacy of Llylgamyn. Good luck and may Kadorto smile upon you."





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